COMPUTER GRAPHICS

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PROBLEM STATEMENT :

Write a java program to perform 2d transformations such as

1. Translation
2. Scaling
3. Rotation

CODE :

package cgg;

import java.awt.Graphics;

import java.awt.Graphics2D;

import javax.swing.JFrame;

public class Assignment7TraslationRotationScalingByInbuiltMethods extends JFrame{

public void drawRectangle(Graphics g) {

g.drawLine(100, 100, 500, 100);

g.drawLine(100, 300, 500, 300);

g.drawLine(100, 100, 100, 300);

g.drawLine(500, 100, 500, 300);

//g.fillRect(100, 100, 400, 200);

}

public static void main(String[] args) {

Assignment7TraslationRotationScalingByInbuiltMethods cObj = new Assignment7TraslationRotationScalingByInbuiltMethods();

cObj.setSize(2000, 2000);

cObj.setVisible(true);

cObj.setDefaultCloseOperation(EXIT\_ON\_CLOSE);

}

public void paint(Graphics g) {

//draw and fill rectangle

Graphics2D g2d = (Graphics2D) g;

drawRectangle(g2d);

g2d.translate(200, 200);

drawRectangle(g2d);

g2d.translate(200, 200);

drawRectangle(g2d);

g2d.rotate(45);

drawRectangle(g2d);

g2d.shear(2.5, 0);

drawRectangle(g2d);

g2d.scale(1.5, 1.5);

drawRectangle(g2d);

}

}

OUTPUT :

